SOUND CARDS

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card. **80% of all sound card problems are due to mistaken configurations.**

If you are running a sound card that is not listed on the box label of this game, or are running a sound card in an emulation mode, your results may not be optimal. This game was tested only on the listed cards.

Sound card performance may also be hampered if you do not have enough free memory. Check this game's requirements to see if you meet the minimum free RAM for fully-featured play.

If you are experiencing problems with the game, try configuring the game for no sound. If the game will now run (but without sound, of course), then you probably need to reconfigure your sound. Type **SOUND** at the game directory, correct the IRQ setting and the I/O address, and try starting the game again. If your game still will not run, consult the manual that came with your sound card for diagnostic procedures.

MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded. **Windows and other programs of its type have built-in mouse drivers that do not function outside of their environment.** Loading a mouse driver may be as simple as typing MOUSE (and pressing Enter/Return) before starting the game. Since the command differs from mouse to mouse, consult your mouse user's guide.

If your mouse is acting erratically, it may be due to a software conflict or it may not be fully compatible with this game. Check with the mouse manufacturer to see if there is an updated mouse driver available.

PLEASE READ THE FOLLOWING SECTION BEFORE CALLING TECHNICAL SUPPORT

If you are having problems, please consult the "Troubleshooting" section of this data card *before* calling technical support. We have a staff of technical support specialists ready to help you with any problem you may encounter with the game. If your problem is due to your system configuration they will tell you of the game's requirements and possible solutions.

Because of the millions of different hardware and software combinations possible with today's PCs, **you may still have to refer to your computer dealer, hardware manufacturer, or software publisher in order to properly configure their product to run with our game.** If at all possible, be near your computer when you call. The technical support agent will need specific information about your machine and may need you to access or change some files while you are on the phone. If it is not possible to be near your computer, be sure to have:

- a listing of all of your machine's hardware and its settings
- the contents of your AUTOEXEC.BAT and CONFIG.SYS files
- all the information listed after the CHKDSK or MEM command (read the "Memory" section)
- the current configuration of your game

Our technical support number is (408) 737-6850. Our hours are between 11 am and 5 pm, Pacific Time, Monday through Friday, holidays excluded. NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.

If you need hints, call our Hint Line at 1-900-737-HINT. Recorded hints are available 24 hours a day, 7 days a week. If you don't hear the information you need, please write to us at Hints, Strategic Simulations, Inc., 675 Almanor Ave., Suite 201, Sunnyvale, CA 94086. (Include a self-addressed envelope for a reply.)

STRATEGIC SIMULATIONS, INC.

IBM and COMPATIBLES DATA CARD

OFFICIAL
Advanced
Dungeons & Dragons
COMPUTER PRODUCT

EYE OF THE BEHOLDER III
ASSAULT ON MYTH DRANNOR

WARNING: THIS GAME REQUIRES SPECIFIC HARDWARE AND SOFTWARE CONFIGURATIONS TO RUN PROPERLY. IF YOU HAVE PROBLEMS, PLEASE READ THE TROUBLESHOOTING SECTION OF THIS DATA CARD.

REQUIREMENTS

The minimum system requirements for this game are:

640 K of RAM	386 processor
DOS 3.3 or greater (DOS 5.0 recommended)	A Hard Drive
Microsoft Mouse or 100% Compatible	VGA graphics
1 Meg of EMS (For Sound Effects)	

In addition to the basic system requirements, you must also have 9.5 megabytes of space free on your hard drive for the game, and *each* save game will require approximately 175K of disk space each.

For the best performance we strongly recommend that you install a disk caching driver (such as "SmartDrive") with at least 1 Meg of EMS devoted to it.

See your DOS 5.0 manual on how to use "SmartDrive." From time to time, you may notice that the mouse pointer changes to an hourglass. This is normal behavior for the program; it is swapping features of the game in and out of memory. Your system should have at least:

575,000 BYTES OF FREE RAM (For Game with or without Music).

983,040 BYTES OF FREE EMS (For Game, Music, and Digitized Sound Effects).

Note: hard drive size and total system memory available have no bearing on free RAM.

To check your free RAM, type **CHKDSK** from within the DOS directory. The free RAM will be listed as "BYTES FREE" at the bottom line of the CHKDSK display. Compare the listed amount to the amount of free memory required by the game. If your amount is lower than the game requires, read the instructions given under the "Memory" section of this data card.

SPECIAL NOTE FOR PEOPLE WHO USE SHARE.EXE

This game does not work with SHARE.EXE loaded into memory. If you can't create characters, try removing SHARE.EXE from your AUTOEXEC.BAT file.

SPECIAL NOTE FOR DOS 6.0 USERS

If you are using MemMaker as your memory manager, be sure it allows programs to use EMS. If this is not the case, reconfigure MemMaker and answer "YES" to the question, "Do you have any programs that require EMS?". For more information on MemMaker, refer to your DOS 6.0 manual.

INSTALLING THE GAME

Your game box should contain the following: four 5.25" disks <u>or</u> four 3.5" disks <u>or</u> one CD-ROM disk; one rule book; and this data card.

The disks that come with the game are in a compressed format, and must be installed before you can begin play. We recommend that you backup your game disks before proceeding. You can do this with the DISKCOPY command. Refer to your DOS manual for more information on DISKCOPY.

1. To install the game place Disk 1 (or the CD) in your drive. Be sure this drive is the active drive. For example, to make drive A the active drive, type **A:** then press Enter/Return.
2. Type **INSTALL** and then press Enter/Return.
3. Follow all on-screen prompts.

CONFIGURING THE GAME (SOUND)

After installation, you may modify the sound configuration for your particular system. Select the type of sound on your system. Valid selections are: Soundblaster, PC Speaker (Music Only), Adlib, Roland, or None. If you wish to change the sound configuration after installation, simply type **SOUND** (and then press Enter) while in the game directory and follow the on-screen prompts.

STARTING THE GAME

1. Boot your system normally with DOS 3.3 (DOS 5.0 recommended) or greater. Be sure your keypad's NUM LOCK is turned off.

2. Be sure that the hard disk containing the game is the active drive.

3. Change the current directory to the game's directory. For example, to change to the default directory type **CD\EOB3** and press Enter/Return.

4. Type **EYE** and press Enter/Return to start the game.

PLAYING THE GAME

For complete and specific "how to play" information, please refer to the manual.

Copy Protection: To answer the verification question, find the indicated page and word in the manual. When counting lines include section headers where necessary.

Saving Games: Save games require approximately 175K of disk space each. There are 12 "slots" now available for saved games, so the total amount of disk space needed could total up to 2.1 megabytes.

Additional Information about EYE OF THE BEHOLDER III:

Keyboard Support: The following are the keyboard commands supported in the game:

C	Camp	Space	All Attack

Camp Menu Keys:

P	Pray for spells	B or <ESC>	Break Camp (Return to game)
D	Drop a character	E or X	Exit the game
M	Memorize spells		

Keypad Keys:

7	Turn Left	8	Move Forward	9	Turn Right
4	Move Left	5	Move Backward	6	Move Right
1	All Attack	2	Move Backward	3	All Attack

Getting Started Quickly: To exit the animated introduction and access the opening menu, simply press any key or click a mouse button. Choose the CONTINUE THE QUEST option from the opening menu and then choose the QUICK START PARTY save. Use this party to explore the game interface. If you wish to create your own party, choose GATHER A NEW PARTY from the opening menu.

Transferring Your Party from EYE OF THE BEHOLDER II: Before you can use your party from EYE OF THE BEHOLDER II, you must first run the transfer utility that comes with your EYE OF THE BEHOLDER III game. To do this, type **CHARCOPY** while in the game directory where EYE OF THE BEHOLDER III is residing on your hard disk. Once the utility is loaded you must tell the program where your EYE OF THE BEHOLDER II saves are currently located. Select the drive and enter the pathname of where these files are and then hit Enter/Return. The utility will locate your saves and then list them by the names you have given them. The save game listed as **Final (Game Finished)** is the save game for those of you who have completed EYE OF THE BEHOLDER II. Select the save game you wish to transfer. When the utility has finished you may start the game by typing **EYE** and pressing Enter/Return. Then choose the SUMMON THE HEROES OF DARKMOON option from the opening menu. Transferred characters will retain most of their equipment and spells.

Note: You will only be able to transfer the first four characters in your party. You should make sure that the characters you want to transfer are in the first and second rank of your party order. If they are not, you will need to load your EYE OF THE BEHOLDER II game and rearrange your party.

All Attack Button: Click this button to have each character attack once with their readied melee or ranged weapons. To set up which characters to include in the All Attack, left-click on the appropriate characters' names. Characters remain selected for All Attack until you left-click on their name again. A yellow name means they are selected for All Attack, and a white name means they are not selected. For more information on combat, see "Crash Course In Combat" in your rule book.

Polearms: Polearms have been modified for EYE OF THE BEHOLDER III. Because of their longer reach, a character using a polearm can attack when he or she is in the first *or* second rank. Attacking with a polearm is just the same as attacking with any other weapon; right-click on the polearm while it is in-hand.

TROUBLESHOOTING

This section provides you with several easy steps to solve some common problems. Lack of free memory is the most common and the "Memory" section is a good place to start.

MEMORY

This game requires 575,000 bytes of free memory to run. If you wish to have digitized sound effects, you will also need 983,040 bytes of free EMS. Read the front page of this data card to find out how to check your free RAM. A computer with 16 megabytes of RAM can easily run out of free memory. If you do not have enough free memory, the game may tell you in the form of an error message, begin to run poorly, or not run at all. If you have found that your free RAM is too low, you can correct this by adjusting your CONFIG.SYS and AUTOEXEC.BAT files or by creating a bootable disk. Below are sample CONFIG.SYS and AUTOEXEC.BAT files. See the following section for instructions on editing these files. Remember: altering these files may affect the way other programs run on your machine, so save copies of your current files.

CONFIG.SYS:	AUTOEXEC.BAT:
FILES=25	PATH=C:\;C:\DOS;C:\MOUSE
BUFFERS=25	PROMPT PG
DEVICE=C:\DOS\HIMEM.SYS	LOADHIGH MOUSE
DEVICE=C:\DOS\EMM386.EXE 1024	LOADHIGH SMARTDRV.EXE 1024
DOS=HIGH,UMB	

Another way to free more memory while not changing the way your system runs is by creating a bootable disk. A boot disk is a way to temporarily change your system's configuration without possible side effects.

Create a boot disk by placing a blank disk in your A: drive. (NOTE: It must be your A: drive to operate properly.) Next, at the DOS prompt, type **FORMAT A: /S** and then press Enter/Return. After the boot disk is finished formatting, you may wish to create CONFIG.SYS or AUTOEXEC.BAT files on the boot disk.

EDITING YOUR CONFIG.SYS OR AUTOEXEC.BAT FILES

MS-DOS 5.0 comes with a text editor. If you need to change or create a file, type **EDIT** *filename* (replace the word *filename* with the appropriate name of the file).

If your version of DOS came without an editor, you may have to purchase a text editor or consult your DOS manual before any changes to these files can be made. **NOTE: You should back-up or copy your original CONFIG.SYS and AUTOEXEC.BAT files before altering them so you can restore them to their original configuration.**